

PARTY GAMES

FOR

30

YEAR
OLDS



PARTY GAMES FOR 30 YEAR OLDS

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INTRODUCTION

If you're going to a party for 30-year-olds, you should be old enough to have learned that reading introductions is a total waste of time. This is the place where authors thank their mothers and tell you how clever they were in compiling their book, but it's unlikely you'll find any words of wisdom. My thoughts are that since you've already spent your money on book, you might as well turn the page and start selecting invite some games. If the party turns out to be a sizzler, try to this me next time and I'll teach you the really good games.

ICE BREAKERS

Ice breakers are quick and easy games that begin as soon as the last guest arrives. These are fun games to help people mingle and become familiar with each other before the really wild games start!

Name Us Famous

This one is an old favorite. Before the party, write the names of celebrities on separate pieces of paper. As guests arrive, tape one of these "name tags" to each person's back. Guests have no idea who they are supposed to be, but they can see the names taped to the other players' backs. All participants must speak to each other as if they were addressing the real celebrities.

The object of the game is for guests to figure out who they are by the tone in which they are addressed and by asking indirect questions about their identity. The game continues until every guest has guessed their celebrity status. Of course, if everyone at your party IS a celebrity, you can use name tags of street people and indigenous bums like Typhus Annie or Colombian Carlos.

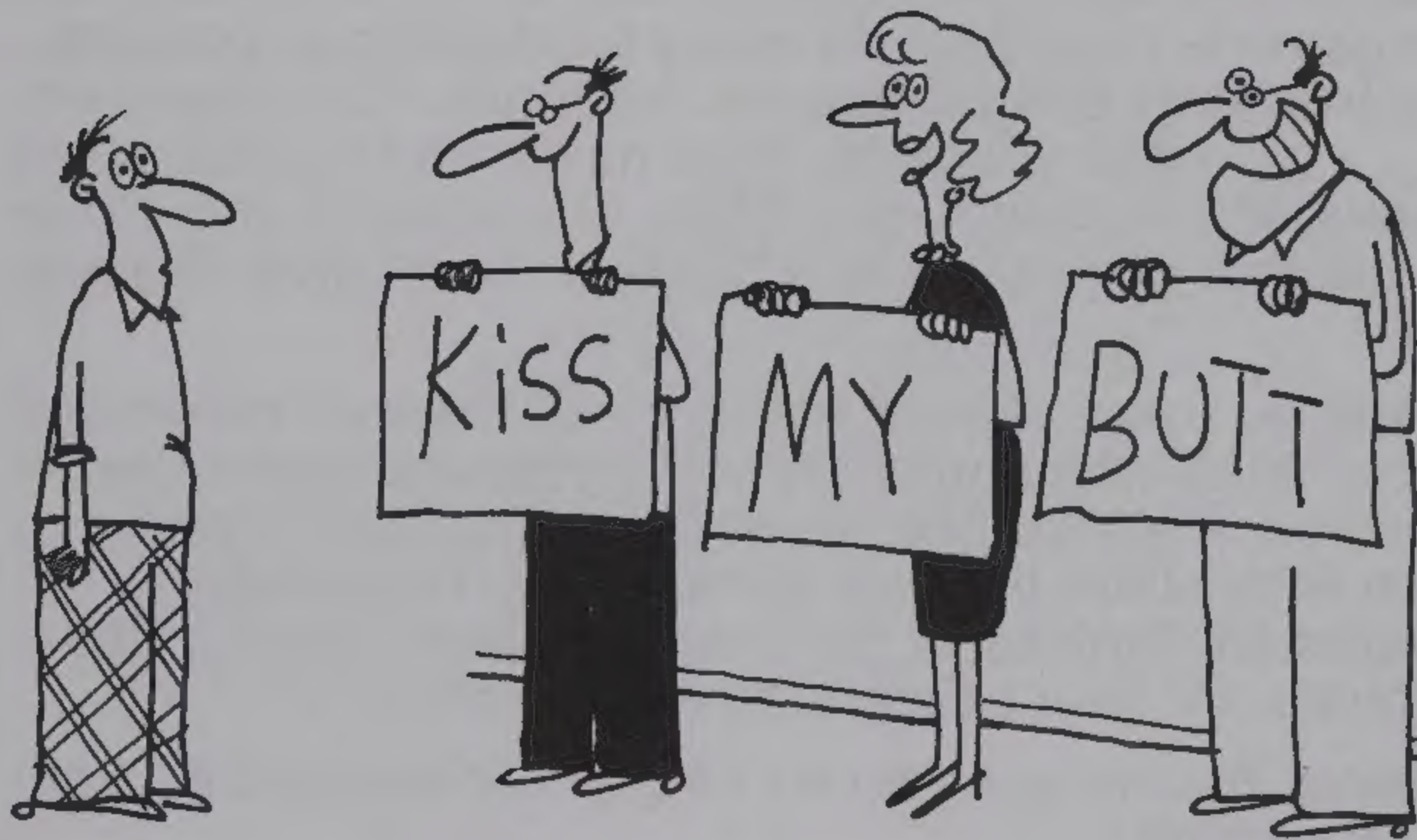


Deprived and Depraved

This game provides a great way for guests to learn more about each other. Players stand in a circle, each one holding 10 to 15 toothpicks. The object of the game is to acquire as many toothpicks as possible. A player starts by truthfully completing the sentence, "I'm deprived. I've never _____." For example, "I've never had a pony; slept with a blonde; travelled to Italy," etc. Then everyone in the circle who HAS done what that player has NEVER done, must give him one of their toothpicks.

Of course, there will be some players who choose to travel the risqué route and fill in the blank with some kind of perverse depravation. It gives everyone a chance to see just what their friends have been up to (or at least what they claim to have been up to). The winner is the player with the most toothpicks in the end, and now that he has a handful of toothpicks, he won't feel deprived anymore!

Keep a careful watch for cheats who try to slip the toothpicks from the canapés into their pile.



Poetry in Motion

Select lines of poetry, song lyrics, or well known proverbs and divide each one into groups of one or two words. Write the word groups on large pieces of paper and put each one in a separate envelope. As guests arrive, hand each one an envelope. Players can either hold up their words or tape them to their chests.

The object of the game is for players to pair up with other guests and correctly complete the phrases. The first group to achieve it wins. This is a great mingling game that incites lots of laughter—especially if your friends are ignoramuses who tend to put together nonsensical phrases.

You Can Take
Your CRude Words
Somewhere else !



Four Letter Word

This is very similar to the “Poetry in Motion” game, but, instead of whole words, write individual letters on sheets of paper and place them in separate envelopes. Give each guest an envelope and have them pair up with other players to make a word. Four letter words are allowed—in fact they’re encouraged.

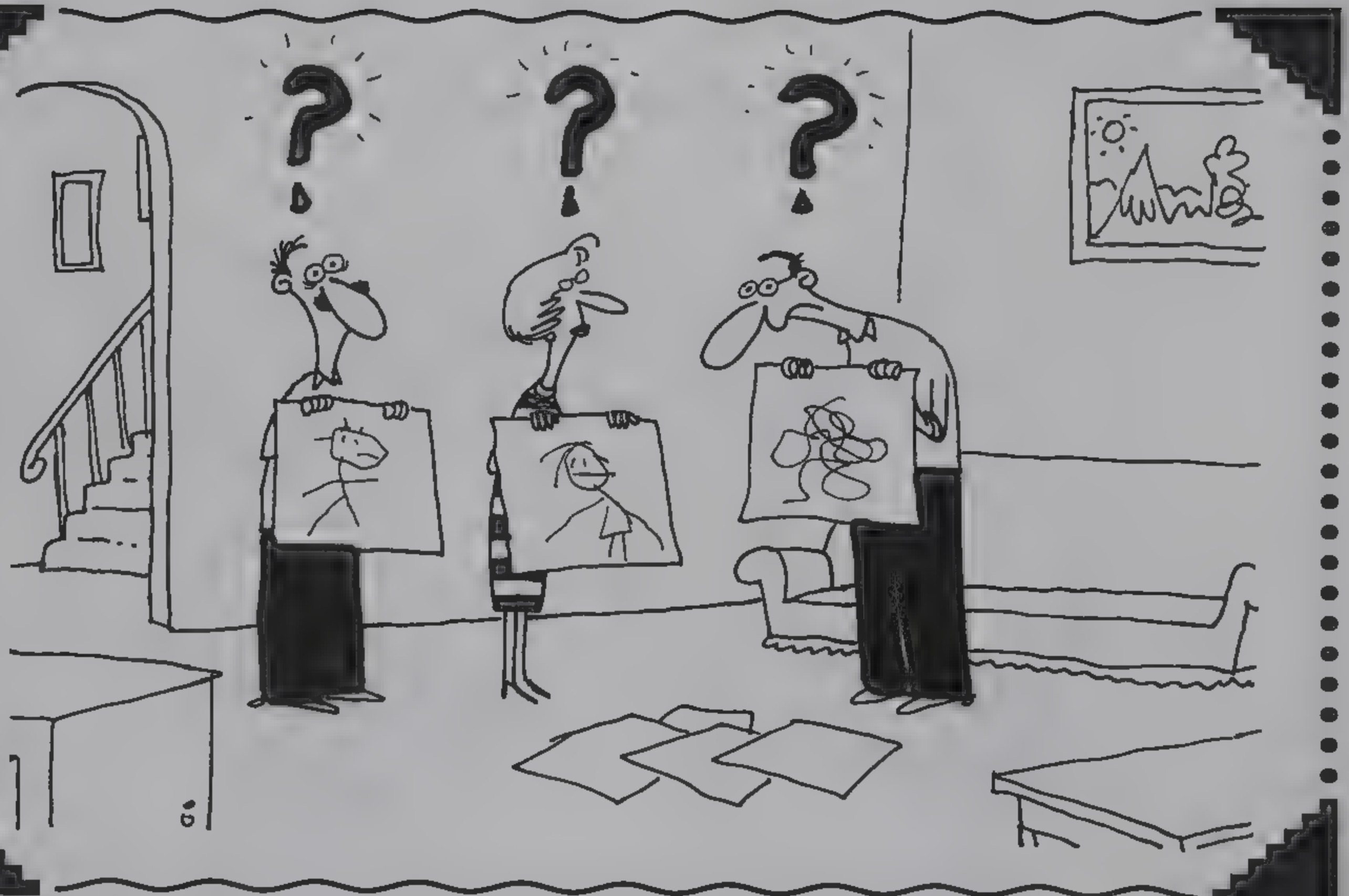
The group to create the most inventive (or most crude) word wins. (All words must be real. You can’t make up words like you do in *Scrabble*.)



John Hancock

Every guest puts a brown paper bag over the hand they write with. Then, they go around the room and ask the other guests to autograph their bag. Of course, the others will also have their writing hands covered so they must sign their John Hancock with the wrong hand. This can result in some pretty rough looking penmanship that's sometimes barely legible.

Guests will undoubtedly have trouble reading the signatures which will prompt them to ask the other guests what the hell they just wrote, thereby getting people engaged in conversations. And that's the point of this exercise. The first person to get all the guests' signatures wins a prize.

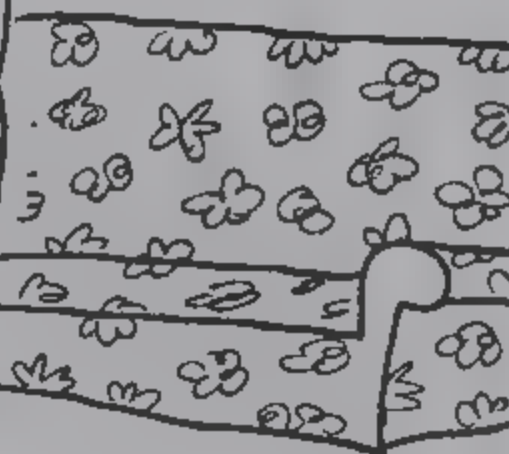
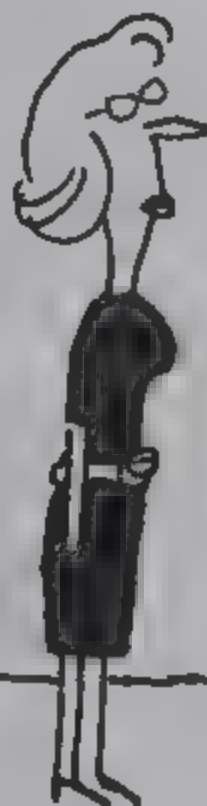
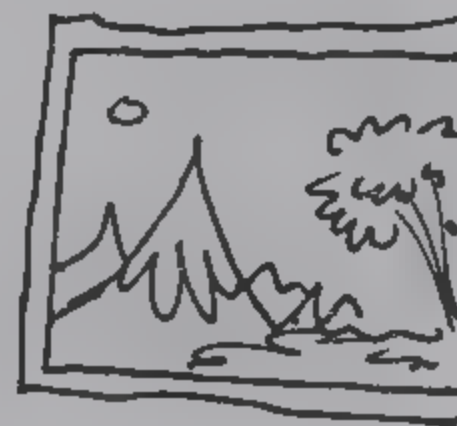
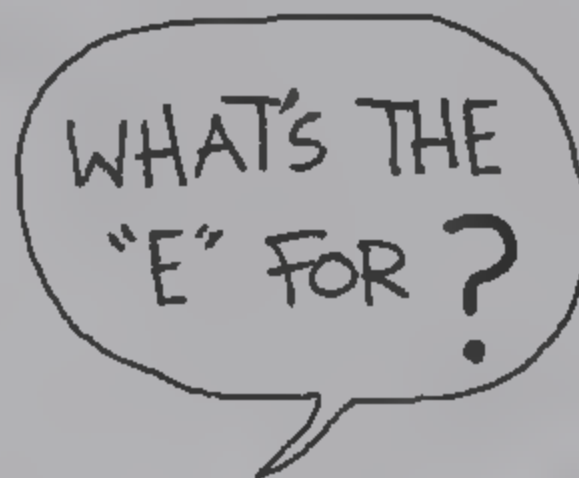
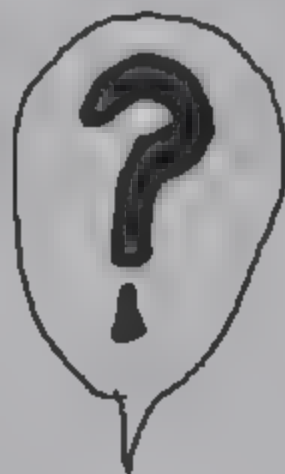
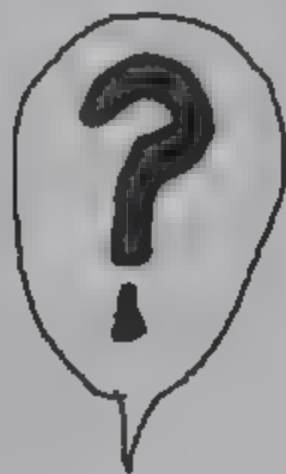


Self Portraits

This game is a cute, mindless exercise for guests to get to know each other better. Come to think of it, most of our games are pretty mindless. But, hey, you bought the book.

All you have to do is provide each guest with an unlined piece of paper and pencil, then explain that everyone is to draw a self-portrait—with the lights OFF. After everyone has mutilated their image of themselves on the paper, turn the lights back on and collect the drawings. As you hold each one up for all the group to see, guests try to match up the portraits to the names and faces at the party.

A word of caution—don't let guests lean on your coffee tables to draw in the dark—some will invariably miss the paper and you'll end up with scribbles all over your furniture.



Who Am I?

As guests meet and greet each other at the beginning of the party, they try to get as much self-descriptive information from each other as possible and write it down on paper you provide. (You, of course, know your guests better than anyone else and you have your own list of vital stats on each one).

Play really begins at the end of the party when you reveal your personal list of facts describing a certain guest. When a player recognizes the identity of the mysterious guest, he shouts it out and wins a prize.

This is a great game to wind down the evening because the winner of the first round must also be the first to leave the party. Play continues until the house is empty or only the cleanup crew remains.

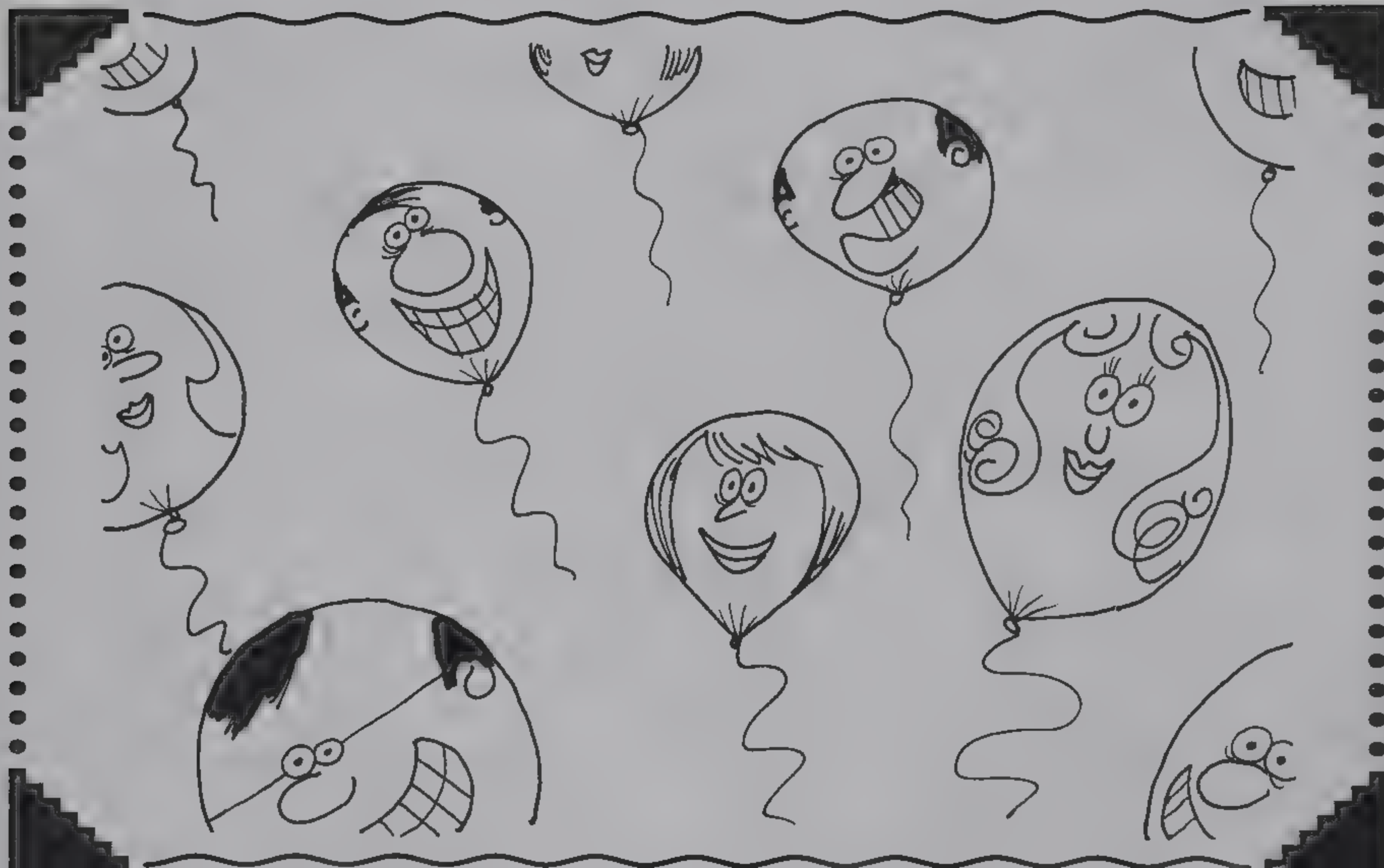


PAIRING UP & FORMING TEAMS

Although some party games single out individual achievement and crown one player the “winner,” most party games are designed around teams to promote a camaraderie among guests. If groups of people are working together toward the same goal, they are more likely to loosen up and enjoy themselves. Lots of fun party games require players to be paired up or divided into small groups. You should avoid letting guests pick their own teams because it will prevent guests from getting to know each other and mingling—and that’s the whole point of the party isn’t it? Here are a few fun and simple ways to get people to group into pairs and teams.

Match Maker

Instruct all the men to write a description of themselves on a slip of paper to put in a big bowl. They can opt to be blunt and simply describe the clothes they are wearing and the color of their hair, or they can be subtle and describe their disposition or outlook on life. The women pick a slip from the bowl and try to find the man who matches the description. That man becomes their partner for a game.



Balloon Mates

Before the party, write the name of each guest on its own tiny slip of paper. Insert the paper into balloons, making sure all the men's names are in one color balloon and all the women's names in another color balloon.

When it's time to play a game, ask all the women to choose a balloon of the color containing a man's name, and pop it. The name of the male guest on the slip inside becomes their partner.

Then, the next game you play, have all the men choose a remaining balloon and pop it. The woman's name on the slip of paper inside becomes their partner.



Famous Couples

Write the names of famous couples on sheets of paper, then cut the sheets so that each half of the couple is on a different slip. Mix up all the slips in a bowl and then ask each guest to pick one. Players locate their better half by asking everyone else which name they drew.

Possible pairs include Hall & Oates, Simon & Garfunkle, Mork & Mindy, Joanie & Chachi, Laverne & Shirley, Calvin & Hobbes, Lenny & Squiggy, Bill & Hillary, Wayne & Garth, Kraemer & Seinfeld, etc.

Family Affair

Some games require guests to break off into several teams of 4 or 5 players. A great way to make quick teams is by preparing slips of paper representing entire famous families. As in "Famous Couples," guests pick the slips from a bowl and then match up with the rest of the people in their new-found "family."

Here are some popular family trees to consider: Marge, Homer, Bart, Lisa and Maggie Simpson; Jan, Marcia, Cindy, and Carol Brady; Howard, Marion, Richie and Joanie Cunningham; Meg, Jo, Beth, and Amy March; etc.

CONTESTS

Contests are quick, fun games that need no real organization and can be played at any time during a party. They're a great remedy for a lull in the conversation or when guests just want to relax after breaking a sweat in active, physical games.

Star Gazing

Before the party, clip out pictures of celebrities from magazines or newspapers and hang them on a board for all the guests to see. Guests guess the ages of the celebrities and write them down on a piece of paper. (To keep things lively, you should add pictures of some of the guests.) The one to guess the most ages accurately, wins.

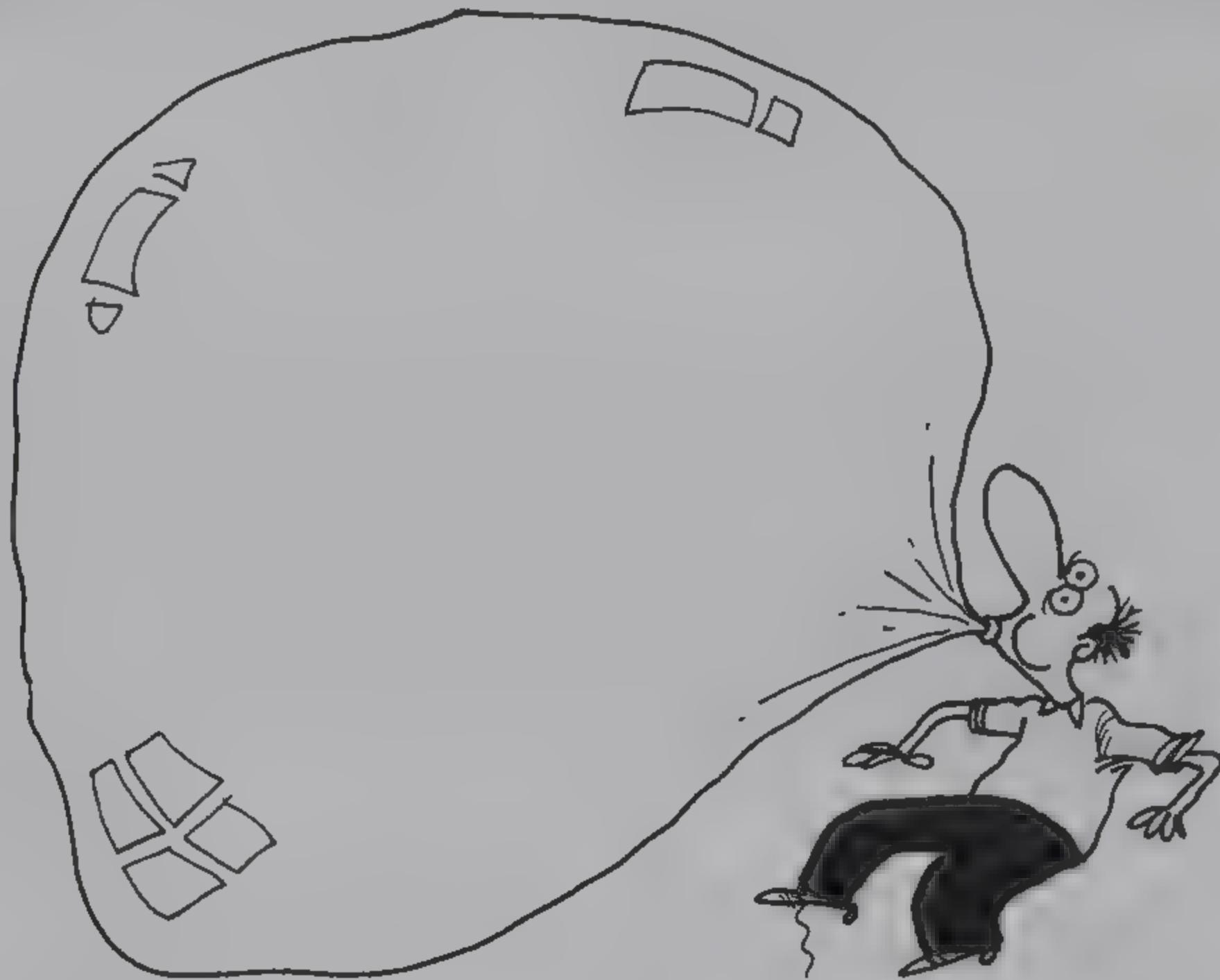
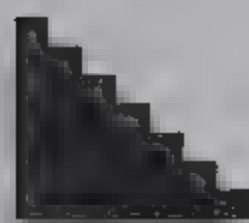
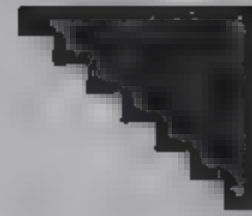
"OK, WHO ATE ALL
THE JELLYBEANS?"



Best Guess

Before guests arrive, fill a glass jar or clear container with a predetermined number of jellybeans, candy corn, peanuts, M&M's® or some other desirable foodstuff.

Guests simply fill out slips of paper with their "guesstimate" of the total number of objects in the jar. The player who guesses closest to the actual amount is the winner and gets to take home the jar full of goodies or distribute select quantities to their friends.



Blown Away

Let's face it, we're all kids at heart who would love an excuse to chew giant wads of bubble gum and blow obnoxiously large bubbles.

Every player gets the same amount of gum which they chew until the wad reaches the optimum level of bubble blowing softness and pliability. Then, they simply blow their brains out! The Judge determines who has blown the biggest bubble by inventively utilizing a straight ruler.

Naturally, the person who blows the biggest bubble wins a prize and gets to use the mirror first to pick the gum off their face and hair.

"THIS IS THE BEST PARTY
I'VE EVER BEEN TO."



GAMES EVEN PARTY POOPERS WILL PLAY



Some people have a reputation for pooping out at parties and resisting game play, but what are you going to do, NOT invite them? We doubt it—especially if they're your boss or the only people on your block with a swimming pool.

So, to get these social deviants involved with the rest of the crowd you should try these simple, fun games.

Pocket Bingo

Everyone has pockets and purses bulging with things they don't really need, and this is a great game to clean them out. Every guest receives a homemade BINGO game card with 9 or 16 oversized blank squares. Guests empty their pockets and purses and put objects on the squares such as lipstick, a money clip, spare change, postage stamps, etc. (It's a good idea to have a box full of small objects that could be found in a pocket or purse to help out those who travel light).

Players go around in turn yelling out an object on their game board and remove it. Other players with the same objects on their boards remove them as well. Play continues until someone has an empty row or board and yells out "BINGO!"

"I HAVE AN IDEA.
LET'S PLAY POCKET
BINGO."



"WELL, I GUESS NO
ONE WANTS TO PLAY
MUSICAL CHAIRS."



Run On Sentence

This game can be played at any time during the festivities and is a great pastime for the wallflowers. It gives them something to do while they lean on the walls.

Before the party, write a bunch of words related to the theme of the party on separate slips of paper and post them in a central location. As the party progresses, guests try to make as long a sentence as possible from these words. The guest with the longest, most coherent sentence wins a prize.

"I, FOR ONE, PREFER HORS D'OEUVRES
TO ANY STUPID GAME."



Taste Test

If you can't deal with serving dainty finger sandwiches or escargot at your party, play this game and you can skip the hors d'oeuvres all together.

Remove the labels from 10 or 15 jars of baby food and put a piece of tape with a code on each one so you alone can identify the contents. Put the jars on a tray with a supply of those little plastic tasting spoons you get at ice cream shoppes. (No, I don't know where to buy them.)

Each player dips a clean spoon in a jar and tastes the contents trying to guess what it is. Players with the most correct answers do NOT have to finish the leftover strained carrots or spinach & liver mix.



On a Roll

This is an easy game that even reluctant game players will enjoy. As guests arrive, hold out a roll of toilet paper and ask each guest to tear off whatever length of toilet paper they think they will need. You don't have to explain what they might need it for, unless it's that kind of party. You might want to say, "We're a little short of toilet paper tonight, and we want to make sure we don't run out."

At some point during the party, gather all the guests together and measure the guest of honor's bust line or waist line (or whatever part the crowd decides to measure). The guest who has the strip of toilet paper closest to that length wins a prize.



Name Your Poison

Most people haven't the slightest idea what kind of alcohol they drink. Oh, maybe they can tell the difference between gin and scotch, but not between Johnny Walker Red and Black. To play this game, you simply line up shot glasses full of 10 or 15 different kinds of liquor to see just how many can be identified by your party guests. If nothing else, it will let you know when to switch to the cheap booze.

There is only one simple rule: no tasting is allowed. Players must rely on sense of smell only. (If guests are really having a hard time naming the liquor, you could modify the rule and let everyone put a drop on the tip of their tongue). The one who can identify the most shots correctly is the winner, whose reward should be to finish his or her favorite. If few people can identify anything, as I suspect, it will give you an idea of how much money you can save on liquor at your next party.



THINKING GAMES - USING YOUR NOODLE

These games require players to take the lampshades off their heads and put on their thinking caps.

Murder

Cut a sheet of paper into as many slips as there are guests. Mark one slip with an "X" and another with a "D." Leave the rest of the slips blank and put them all into a bowl for guests to draw from. The player who draws the "X" is the Murderer and the player to draw the "D" is the Detective. The Murderer keeps his identity secret and all slips are put back into the bowl. The Detective leaves the room and the lights are switched off. The rest of the players move around the room in the dark, and when the Murderer puts his hands on the victim, that player must scream and fall to the floor. Then the lights are switched on and the Detective is called back into the room to start the super sleuthing.

The Detective may ask as many questions as he wants and all players, except the Murderer, must answer truthfully. The Detective gets only one guess and when he thinks he knows who the Murderer is he says, "I charge you (suspect's name) with the heinous crime of murdering (victim's name)." If the guess is correct, the Murderer must admit his guilt.

Like most adventurous and exciting pastimes, "Murder" is best played in the dark. But, if you are pathetic enough to have a party during daylight hours, there is another murderously fun game to play called "Wink," explained on the next page, that must be played in the light.

Wink

Pull as many cards from a deck of playing cards as there are guests at the party. One of the cards must be the Ace of Spades. Every player picks a card and the one who draws the Ace is deemed the Murderer. He must "kill" his victims by winking at them, but he must be quick and clever about it so no one else sees him do the terrible deed. The rest of the players look all around the room at each other trying to figure out the identity of the Murderer.

The object of the game is for the Murderer to kill off everyone without being discovered. When victims are "killed," they should wait a few seconds before they wail their dying breath so they don't give the Murderer away. The person to catch the Murderer in the act is the winner, but if someone falsely accuses another player, the penalty is instant death.

Duck

This is a relatively easy game to play but, for the math-impaired klutzes out there, it can be a nightmare. Everyone sits in a circle and one person starts by saying the number 1. The next person says 2 and so on in consecutive order. When the count gets to 7 the player says "Duck" instead of "seven." And every time the count gets to a number with 7 in it or is a multiple of 7, they must also say "duck" in place of the number.

This mind-boggling game must be played at a fast pace for the best results and the most laughter. Players are out of the game if they mess up the sequence by saying "duck" at the wrong time OR if they forget to say it when they should.

In my opinion, "Duck" isn't the most stimulating party game, and if your gathering has progressed to the point where you are actually playing it, that's a sure sign that it's probably time for everyone to go home.



Lucky Duck

This game is played the same as "Duck" but with an added math challenge. Players must still say "Duck" in place of all numbers with 7 in them or multiples of 7, but now players must also say "Luck" for all numbers with 5 in them or multiples of 5. So when the count gets to 57 the player must say "LuckDuck." This game gets very confusing very fast and with these two words, messing up can cause players to use rather colorful language. That, of course, is half the fun which makes this game marginally more fun than "Duck" itself.

"I FEEL LIKE I'VE BEEN
DOING ALL THE TALKING."



Mixed Up Match Up

Divide the guests into as many groups of four or six people as possible, and hand each group a bag full of five unrelated articles. The object of this thinking game is for the group to fabricate a story relating all five objects together. Each group has a time limit of two minutes to prepare their story so that most of it is really just ad-libbed.

You can appoint a panel of judges to decide which group's story is the best, based on creativity and humor, and that group wins the prize of being allowed to go first to the dessert buffet.



RISQUÉ GAMES

WARNING: Due to the adult nature of these games, they may cause unreasonable amounts of laughter and embarrassment and are therefore not suitable for every party.

Spoons

Guests must line up in two rows in man-woman-man-woman order. The first person in each line is given a spoon with about four yards of string or yarn attached. At your command, she must drop the spoon DOWN her shirt and feed it out through her skirt or pant leg. If necessary, the player in line behind her can lend a helping hand. Then he must take the spoon and string it UP through his clothes starting at the lowest point of entry so it comes out at the collar of his shirt. The spoon must be strung through the whole line of players in an up-down-down-up sequence until everyone is threaded together.

When the last person has finished, everyone stands shoulder to shoulder as closely together as possible. The string is then cut at the place of entry on the first person in the row. The last person in the row pulls the string out and the shortest string is the winner.

Risqué Charades

Rules

First, assemble a group of fun loving, open-minded friends. This is the only hard part. Most people already know how to play Charades so you really don't have to bother reading these instructions—just plunge right in.

In case you've been a hermit all your life or you're a newcomer to this country (do they play Charades in Cuba?), here is the general idea: the group is divided into two teams. One team picks a phrase (perhaps from the risqué list provided below) and whispers it or writes it out for one opposing team member. That person becomes the "Actor" and may not show or tell the phrase to his or her teammates, but must act out the words using pantomime. The teammates try to guess the phrase within a given time limit.

*Man Hiding In Ladies' Room
Teenage Boy Unhooking Bra
Peeping Tom In Girls' School
Guys At A Bachelor Party
Obscene Phone Call
Sex On A Sandy Beach
Sex In The Backseat
D-Cup In a B-Cup Bra*

*Crotchless Panties
A Wet Dream
Skinny Dipping
How Was I?
A Tease
Belly Dancer
Talk Dirty To Me
Tear Away Panties*

*Whipped Cream
Impatient Newlyweds
Edible Underwear
Doggie Position
Wet Kiss
Sex Maniac
Horny Frankenstein
Playing Doctor*

That's all there is to it and you're allowed to make up your own rules—I'm not your mother, after all. Both teams can play at the same time which leads to a very exciting game but one in which the players miss the fun of watching the other actors struggle with their phrase. Just do what's the most fun for you. This is a party after all, not a final exam. If some actors get too rowdy, just remember to take them off your guest list for the next party.

If you've never played before, these tips may help:

1. To indicate the length of the phrase, the actor holds up as many fingers as there are words.
2. To indicate the number of syllables in a word, the actor holds out his arm and places as many fingers as there are syllables on his forearm.
3. To indicate that a little word or conjunction like a, an, and, but, it, to, if, or the, is in the phrase, the actor makes a sign for "tiny" by holding up her thumb and forefinger with only a small space between them. All the teammates yell out little words until someone guesses the right one.
4. To indicate "sounds like" the actor cups her hand behind her ear.

Winning The Game

A team wins by guessing the phrase in the shortest time or by getting the best overall time for several rounds of play. You decide who wins. After all, you are all adults—otherwise, you shouldn't be playing this game.



Waist Wacker

Freud would have a field day with this one. Every player needs an orange and a pair of pantyhose. (This is the perfect opportunity for a resourceful hostess to unload all those standby holey pairs of pantyhose clogging up her underwear drawer.) Players simply drop an orange down one leg of the pantyhose and tie the other leg around them like a belt so the orange dangles strategically between their legs. Another orange is placed on the floor in front of each player and pieces of masking tape mark a goal about 20 feet from the starting point.

Two or three players at a time must swing the dangling orange with hip movements (a.k.a. pelvic thrusts), using NO hands, to hit the orange on the floor through the goal. The first player to thrust an orange across wins. The game continues with direct elimination. This game also lends itself to soccer-like team play and will probably end with your floor covered in orange juice.



Human Dominoes

This is a good one for people who like to be flat on their back and touching. At a time during the party when guests are very familiar with each other and in the mood for a touchy-feely activity, hand out pieces of paper with a domino piece drawn on it large enough to cover a player's chest. Instruct each guest to tape the paper vertically onto their chests. One person starts the game by lying on the floor and then in man-woman order, other guests lie on top of each other following the rules of putting together the matching domino pieces.

What's the point of this game? Who knows and who cares? It's just a fun, physical activity that allows guests get to know each other a little more intimately. There is no need for a winner because someone is going to come out on top in the end. As for scoring, if someone does, all the better for them!



PAD & PENCIL GAMES

These fun games will bring to mind fond memories of high school days when you walked into class without reading an overnight assignment and the teacher handed out paper for a pop quiz.

Van Gogh For It

This game is played like Charades but instead of acting out a phrase, players DRAW it. You provide large pieces of paper, either loose sheets that can be tacked to a board, or a giant pad of cheap newsprint. Guests are divided into two teams and an "Artist" is chosen to lead each one. The Artist picks a slip of paper from a bowl with a movie title, book title, or popular phrase written on it and begins to draw it out on the board. The team players yell out guesses within a given time limit and if the guess is correct, that team scores a point.

As many rounds are played as desired and the only rule is that no letters may be drawn on the board. This game may sound a lot like *Pictionary* but we really thought it up years before that game became a hit.



Sock Hop

Fill a large, roomy sock with all kinds of articles such as a rubber ball, paper clip, pen cap, pack of gum, balled up tissue, pencil eraser, key chain, plastic fork, bar of soap, etc. Pass the sock around the room and let each player feel it to guess the contents. Players write down as many articles as they can remember and the one with the most correct guesses wins.

"THINK, HARVEY, THINK."



Trivia Time

Before the party, prepare 10 or 15 unrelated trivia questions. Good sources include a dictionary, encyclopedia or any of the trivia games out there. Hand all your guests a blank game sheet and as you ask the group the questions, have them write down their answer.

Players may break off into pairs or teams for this one. Naturally, players with the most correct answers win a prize.



No Bull

This game requires you to do a little homework. Before the party, gather uncommon vocabulary words from a dictionary and write down each word's meaning plus three bogus definitions. Making sure your pronunciation is accurate, read the words and all your definitions for each one. Players have to pick the correct definition and write their answers on a piece of paper. The player with the most correct guesses wins a small prize. Some examples appear below to get you started.

1) Cormorant

- A) A horn shaped structure
- B) A large, voracious diving bird with webbed toes and a hooked beak
- C) A squad commanded by a corporal
- D) In the lead, foremost

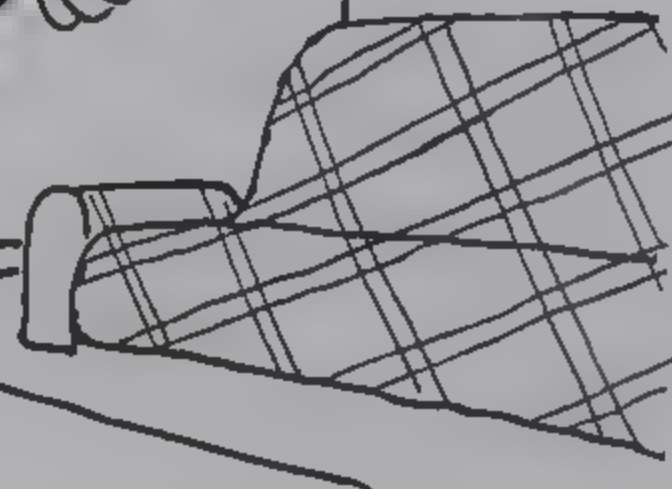
2) Scammony

- A) A rare metallic chemical element
- B) A small quantity or amount
- C) The act of perpetrating a scam
- D) A plant whose roots have medicinal resins

Answers: 1) B 2) D

Does this game seem similar to those SAT exams you took years ago? That's because it is. Unless your guests are like my brother-in-law, you probably should move onto a livelier game. Even 30-year-olds like games with a little sex and rowdiness in them.

Those aren't the Cheeks
I WAS Referring
to!



PHYSICAL GAMES

This set of games is for parties full of guests who like to get down and dirty. A lot of huffing, puffing, sweating and touching is involved in these raucous activities, so if you want to play these games at your party, be sure to leave the wallflowers off your guest list.

Cheek to Cheek

If you liked Spin the Bottle as a kid, you're going to love this game. It's a fun, adult variation of Musical Chairs. Players pair up and form two circles, one inside the other, and stand facing each other. Someone is selected as the Leader and another player is in charge of starting and stopping the music. As soon as the music starts, the two circles move in opposite directions. The Leader stands in the middle of the two circles and issues commands such as "head to head," "cheek to cheek," "elbow to knee," etc.

When the music stops, players opposite each other must pair up their designated body part to that of their partner. (By the way, this game can be as tame or as torrid as participants will allow...) The Leader finds a player to pair up with when the music stops and the "odd person out" becomes the next Leader. There may be no winner, but then again there is no loser either.



Whistling Dixie

This is a fun one for people who enjoy talking with their mouths full and don't mind making a mess. The players are divided into two teams and line up facing each other.

When you say "Go," the first person in each line shovels three salty crackers into his mouth. When he's finished eating them, he whistles the first line of a popular song. When that player is done whistling, the next player in line eats three crackers and whistles the second line of the song. Play continues down the line until everyone has had a turn. The first team to finish wins.



Coming Up Short

Before the party, hide 40-60 different lengths of colorful yarn around the house. After guests arrive and they are divided into teams, instruct them to search for the yarn. You could color coordinate each group and have teams look for certain colors, or just let the teams collect any color yarn they happen upon for about 15 minutes.

After guests frantically turn over couch cushions and dig through your potted plants and linen closet to uncover the yarn, have each team tie together all the yarn they have gathered. The team with the longest string wins.

Scavenger Hunt

Everyone enjoys hunting for hidden treasure and that's why a good scavenger hunt is always a welcome game at any party. To prepare, simply write down a list of common objects that a team of guests will be able to find fairly easily in their pockets or purses if they pool their resources, unless you want people rummaging through your house and digging through your drawers.

The list could include things like a condom, bus token, Diner's Club Card, used gum wrapper, book of matches, two aspirin, a postage stamp, a foreign air mail stamp, safety pin, chewed up pen cap, wet nap, etc. Guests should be divided into teams of 5 or 6 people and the team to gather the most items on the list in a given time period wins.

Hand In Glove

This game is silly but it gets everyone in a light, fun mood almost instantly. Divide the guests into two groups and ask all the members of one group to put on mismatched pairs of gloves, the bigger and more awkward the gloves the better. They can range from ski gloves to oven mitts to boxing gloves, if you've got them.

The first group sits in a circle facing inward wearing their crazy gloves. In the center of the circle is a huge pile of all kinds of socks from sheer knee highs to heavy woolen socks to tiny peds with pom poms on the heels.

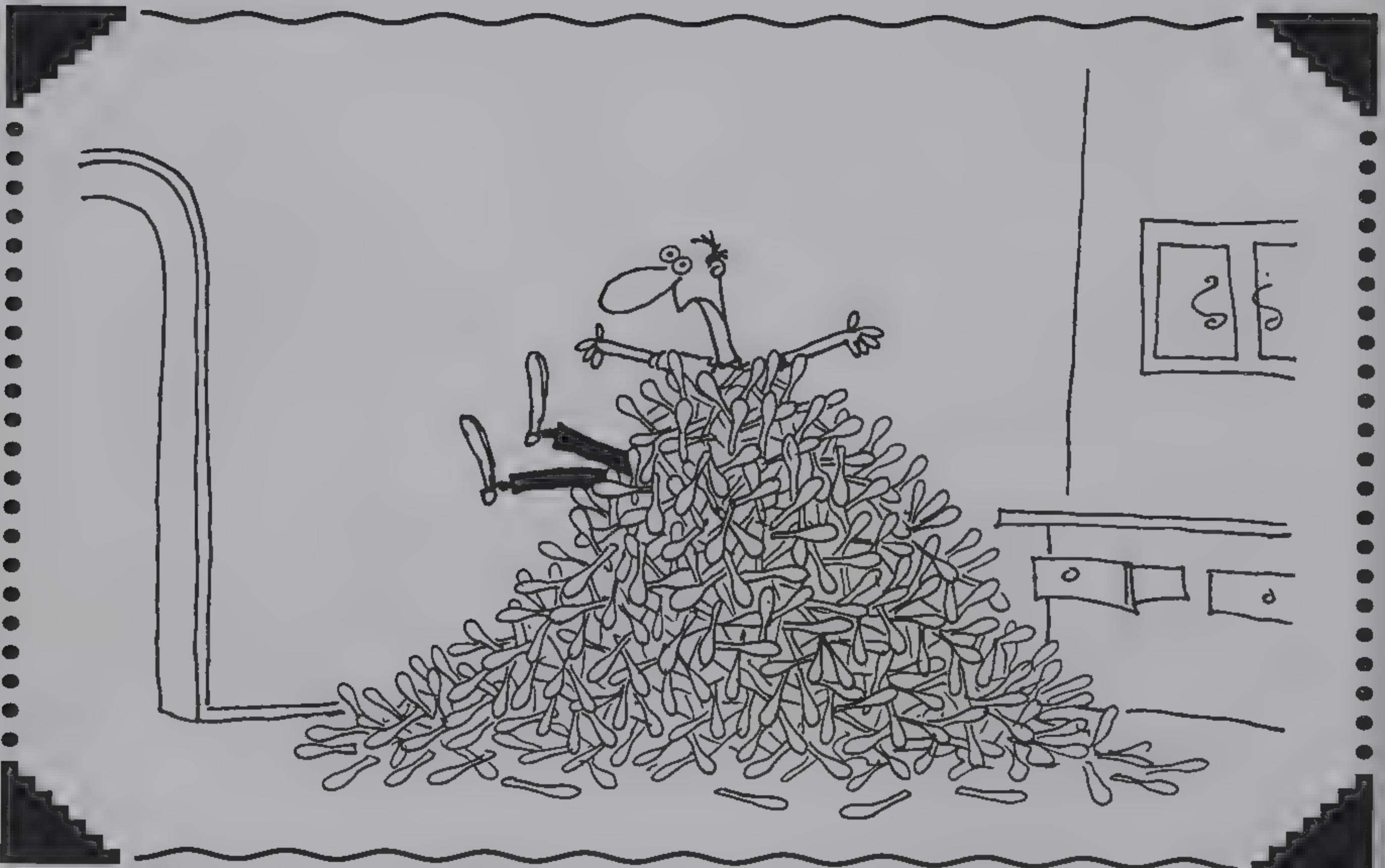
Just before play begins, the spectator group ties blindfolds on every player! The object of the game is for players to put on as many socks as possible while wearing the gloves and blindfolds. The group of guests spectating for the first round will have as much fun as the participants just by watching them go at it.



Hats Off

This is another variation of the old stand by, Musical Chairs. It's a lot of fun to play if your guests don't mind leaving your party looking like they've had a really bad hair day. All you have to do is provide a bunch of funky hats ranging from Easter bonnets to knit ski hats to baseball caps. A toupee or wig adds to the fun, too.

Someone is in charge of starting and stopping the music and all the other guests stand in a circle. Every guest but one wears a hat. When the music starts, players grab the hat off their neighbor's head and put it on their own and continue until the music stops. The person left without a hat is out.



Spoon It Up

This game always reminds me of Slap Jack. It's just as stupid but takes more time to set up. All you need for this game are a few decks of cards, guests with plenty of enthusiasm and a whole lot of spoons (plastic ones will do, no need to break out the good silver).

Guests are divided into several groups of 7—10 people and each group sits in a circle with their own deck of cards. The leader of each group separates the deck into as many "four of a kinds" as there are players in the circle. If there are 8 guests in a group, the leader takes out the Hearts, Diamonds, Spades, and Clubs of 8 different numbers from the deck and shuffles them well. Then she passes out four cards to each person in the group.

A pile of spoons (one less than the number of players) is placed in the center of the circle. If no one has a four of a kind, players pass a card to the person on their right until someone does get four of a kind. The first person to achieve this stops passing cards and grabs a spoon from the center. Other players follow his lead and reach for a spoon as fast as possible, and the last one without a spoon is out. Like I said, it's pretty stupid.



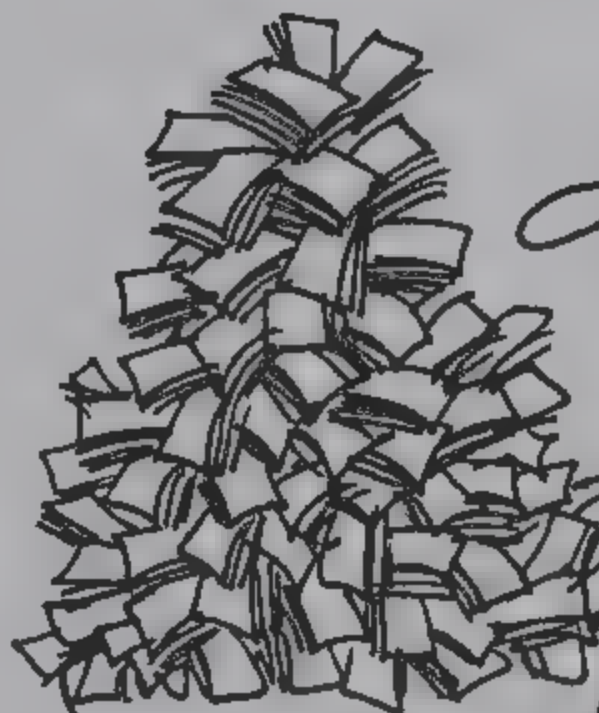
Sardine

This is a great game to get your party guests bonding together—in one great big, sweaty heap. Before the party, cut some blank paper into as many strips as there are guests. Write the letter “S” on one slip and leave the rest blank, then put all the slips in a bowl. The player to pick the “S” is the Sardine. All the players start out in the same room and the lights throughout the whole house are turned off. The Sardine finds a suitable hiding place and stays there motionless.

As the other players encounter each other in the dark, they ask each other, “Are you the Sardine?” If the answer is “No,” they keep searching. If the answer is “Yes,” that player joins the Sardine in the secret hiding place, snuggling as close to him as possible. As more and more players find the Sardine and join him, the more cramped the hiding place becomes and inevitably, the guests start giggling.

After a set time limit, the few pathetic shmucks who have apparently lost most of their faculties, including their hearing and sense of direction, must carry out a harmless penalty agreed upon by the rest of the players.

BANK



Pass The Buck

Remember the old game where players passed oranges held under their chins or passed lifesavers on toothpicks held between their teeth? Well, this one is more fun. Guests line up man-woman-man-woman in as many rows as possible with at least six people per row.

The object of the game is to pass a dollar bill from person to person in the row as quickly as possible. The catch is that the dollar bill is held between each player's knees. Players are apt to crack up while trying to contort into the best position possible for passing the bills. The first team to pass the dollar from the beginning to the end of the line wins. Their prize is keeping all the dollars.



COUPLES GAMES

Although couples probably get enough play time together when they're home alone, they also get great satisfaction from beating out other couples in group games. Try out these humorous games the next time your guest list is full of couples.

Gibberish

This game lets couples revel in one of their favorite pastimes—ignoring everything their better half says. Instruct couples to stand back to back. At your signal, have them turn to face each other and start talking non-stop for 60 seconds about absolutely anything at all. Players have to talk at the same time and what they say does NOT have to make sense. The first person in each pair to pause is out. After one round, have guests switch partners and play again.



"I WAS ONLY KIDDING, Dear,
YOU DON'T SNORE!"



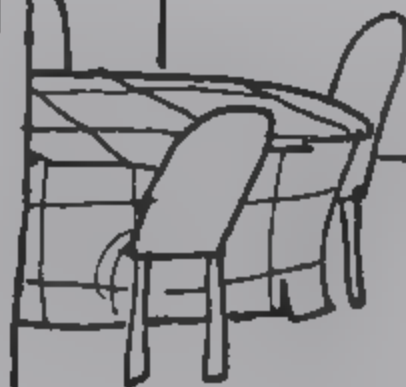
Getting To Know You

Divide your coupled guests and direct the men to go off into a separate room (that should be easy to accomplish—just point them toward the room with the bar). Give the men a questionnaire to fill out with questions such as, “What’s your favorite color? Biggest pet peeve? Most annoying habit? Favorite flavor of ice cream? Favorite movie? First thing you do in the morning?” etc.

When they finish filling in the blanks, collect their questionnaires and have them come back into the room to sit with their respective partners. Then ask each woman the same questions out loud. She answers with the responses she expects her partner to give and the couple with the highest number of matching answers wins the game.



FRESH!



In The Bag

At a convenient moment during the party, separate the women and men into two different rooms. If this is too difficult a task and the men and women want to stick together, your party is probably going pretty well and you don't need to play any stupid games. But, if you can pry the guests apart, send them to different rooms and give every player a paper bag to put over their heads. Dim the lights, and when the two groups are brought back into the same room, players must "feel around" to find their respective partner—no talking is allowed.

There are no real winners in this game but the "losers" are the two people who find each other last. Please note: You have the option to provide bags with or without eye holes. The game becomes one big grope fest if no eye holes are provided—which could be a good thing if the right crowd comes to your party.

Dress Me Up, Dress Me Down

This one is great for all you closet cross dressers. Before the party, gather lots of oversized clothing for men and women including everything from hats to shoes to underwear. All clothing is evenly divided so there are as many male articles of clothing as there are female, then the clothes are mixed up and thrown into an open suitcase. About ten feet from the suitcase is the finish line.

You are in charge of timing the couples with a stop watch. When you say "Go," the first couple runs to the pile to get dressed as fast as possible. The man puts on the women's clothing and the woman puts on the men's clothing—over their own clothes, of course (unless it's that kind of party).

After the players are successfully dressed, they close the suitcase, pick it up and rush hand in hand to the finish line. After all the couples have had a turn, the different times are compared and the couple with the shortest time wins.

DRINKING GAMES

Unlike fine wine, these games do not improve with age. However, you did enjoy them in your college years and they still serve the same purpose. These games get you feeling good pretty quickly, and they help you forget that you're having a bad time at a lousy party.

Three Man

All you need to play is a pair of dice, a group of at least 10 enthusiastic guests, and a large, stupid looking hat. To decide who starts the game as the "Three Man," players take a turn rolling one die and the first person to roll a three gets the title and gets to wear the silly hat, (in this day of political correctness, "Three Person" may be a more appropriate title, but we don't really care what you call this game; just play it and have a good time).

The designated "Three Man" starts and play continues to his right. The only way for "Three Man" to relinquish his title (and hat) after a full round of play, is to roll a total of "three" or have at least one of his dice read "three" when it is his turn. Once he achieves this, he can pass the title to the player of his choice. The action of the game depends on each player's roll of the dice:

When a player rolls...

- 1) "Eleven," the person to his or her left must drink
- 2) "Seven," the person to his or her right must drink
- 3) "Four" & "One" together, all players must rest a finger on their nose and the last player to do it must drink
- 4) "Ten," it's called a "social" and all players must drink
- 5) "Doubles," that player selects two other players (or just one if he's feeling cruel) and gives them each a die. The number each player rolls is the number of gulps they must drink.



Flip Your Lid

You need an equal number of people on two teams standing opposite each other at a long table. Each team has an empty cup which is turned upside down and positioned on the table so that a small portion of its mouth is sticking out over the edge.

The first player on each team tries to flip the cup so that it lands right side up on the table. As soon as he accomplishes this, he takes a drink from his own glass as he passes the empty cup to the next person in line and she tries to do the same. The two teams race against each other and first one to get through their whole line successfully, wins.

Celebrity Circle

All guests sit in a circle and you start the game by saying a celebrity's full name such as Billy Crystal. The player to your left then names another famous person whose first name begins with the first letter of the last name, in this case "C." That person could name Cybill Shepherd, for example, and the next player would have to say an "S" first name.

If a player names a famous person whose first and last initials are the same, such as Sylvester Stallone, Marilyn Monroe, or Mickey Mantle, the direction of play is reversed. Players who repeat names or take more than 10 seconds to give a response are penalized with a drink.





Thumper

Before play begins, everyone must make up a unique sign for themselves such as a finger on the nose, two fingers coming out of the forehead like horns, a finger slitting the throat, two hands choking the throat, pulling both earlobes, etc. Once everyone is relatively familiar with each sign, someone is designated the Leader and he starts the game by yelling out, "What's the name of the game?" All the players reply, "Thumper!" as they start pounding on the table with their palms. The Leader continues, "And how do you play?" and the group responds, "You thump!" Then the Leader quickly gives his sign followed by another player's sign. That player in turn must give the sign of the person she received the signal from (in this case the Leader), her own sign, and the sign of another player whom she designates to go next.

The game continues until someone breaks the chain by missing a sign or gesturing the wrong one. The punishment for that player is to finish his drink and then begin the next round as the new Leader. The Leader also has the power to shout out at any time during the game, "sign in" instructing everyone to demonstrate their sign and refresh everyone's memory.

Bull**!**

Most 30-year-olds are full of it anyway so they'll love this excuse to shovel it out. All you need to provide is two decks of cards and plenty of drinks. Instruct players to sit around a table, then deal each one six cards. You start the game by saying you have a certain number of 2's in your hand. The person to your right then says she has a certain number of 3's, and the next player says he has a certain number of 4's and so on around the circle.

Of course, players are forced to lie since play requires cards to be called out in consecutive order. The tricky part is figuring out whether a player is lying or if they actually do have the right cards in their hand. When a player suspects another of lying, he yells out "Bull****!" If he has wrongly accused someone, he must drink. If the accuser is right and the player did lie, he must drink. Play continues until there is so much bull**** flying around the room, it stinks.

PRIZES

Although lots of party games require a team effort, some focus on individual winners. Rewarding that person with a silly little prize adds to the light, fun atmosphere of any decent party. Some people call them "booby" prizes and the term refers to inexpensive, humorous prizes that no one would ever think of buying for themselves. (I don't know about you, but to me, coming home from a party with a handful of booby sounds pretty good). Although people wouldn't be caught dead buying this stuff in a store, they'll stomp the life out of each other to win it in a game. You can pick up great gag gifts at any party store, much like the one where you bought this silly book.

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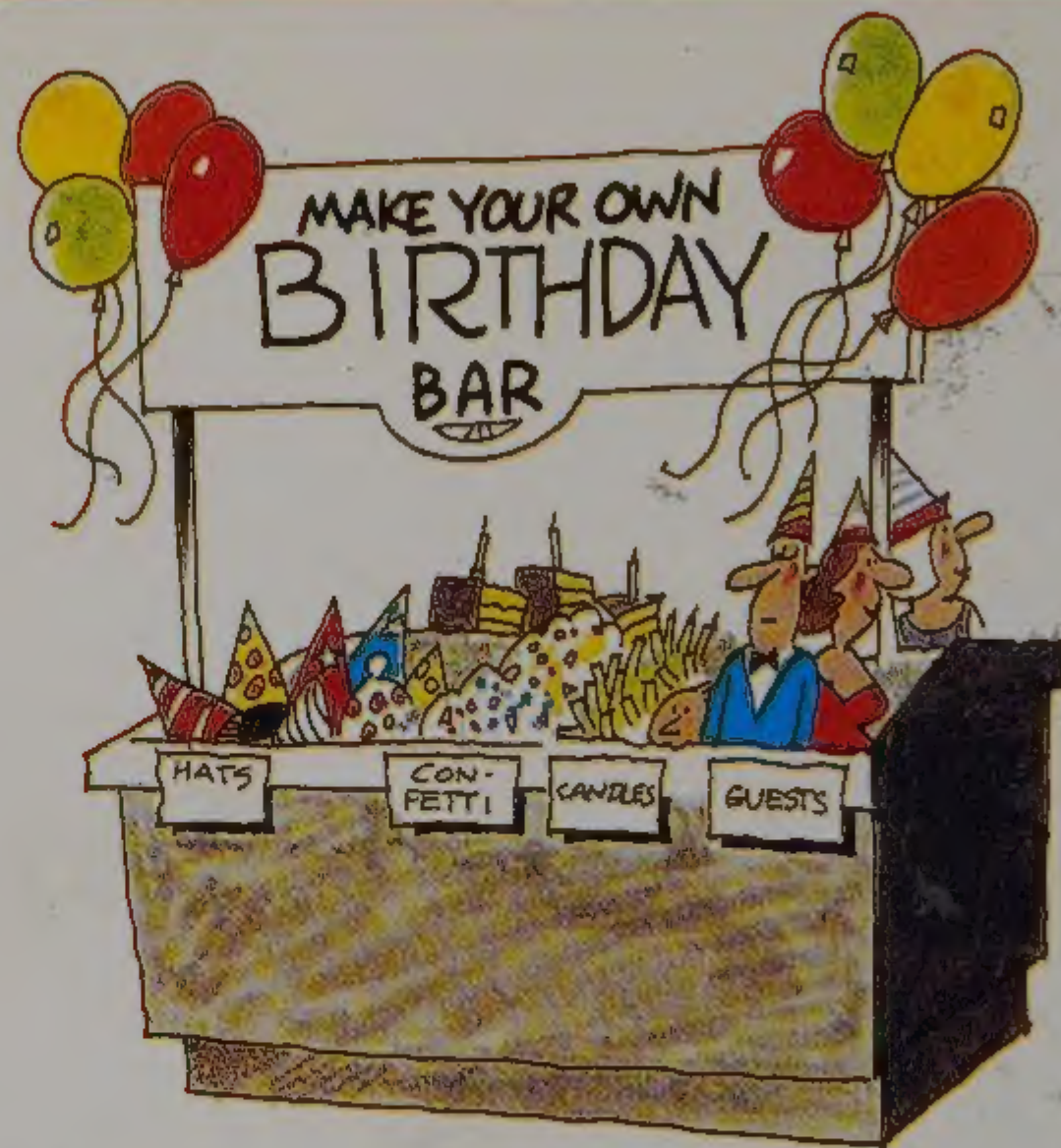
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